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1 [Two-handed virtual manipulation](#)

Ken Hinckley, Randy Pausch, Dennis Proffitt, Neal F. Kassell

 September 1998 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 5 Issue 3

 Full text available: [pdf\(1.32 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We discuss a two-handed user interface designed to support three-dimensional neurosurgical visualization. By itself, this system is a "point design," an example of an advanced user interface technique. In this work, we argue that in order to understand why interaction techniques do or do not work, and to suggest possibilities for new techniques, it is important to move beyond point design and to introduce careful scientific measurement of human behavioral principles. In particular ...

Keywords: bimanual asymmetry, haptic input, input devices, three-dimensional interaction, two-handed interaction, virtual manipulation

2 [A constraint-based manipulator toolset for editing 3D objects](#)

C. Hsu, G. Alt, Z. Huang, E. Beier, B. Brüderlin

 May 1997 **Proceedings of the fourth ACM symposium on Solid modeling and applications**

 Full text available: [pdf\(1.71 MB\)](#)

 Additional Information: [full citation](#), [references](#), [index terms](#)

3 [Image-based modeling and photo editing](#)

Byong Mok Oh, Max Chen, Julie Dorsey, Frédo Durand

 August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

 Full text available: [pdf\(4.01 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


We present an image-based modeling and editing system that takes a single photo as input. We represent a scene as a layered collection of depth images, where each pixel encodes both color and depth. Starting from an input image, we employ a suite of user-assisted techniques, based on a painting metaphor, to assign depths and extract layers. We introduce two specific editing operations. The first, a "clone brushing tool," permits the

distortion-free copying of parts of a picture, b ...

4 Pen computing: a technology overview and a vision

André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Full text available:  [pdf\(5.14 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)


This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...



5 Demonstrational and constraint-based techniques for pictorially specifying application objects and behaviors

Brad Vander Zanden, Brad A. Myers

December 1995 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 2 Issue 4

Full text available:  [pdf\(3.70 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The Lapidary interface design tool is a demonstrational system that allows the graphics and run-time behaviors that go inside an application window to be specified pictorially. In particular, Lapidary allows the designer to draw example pictures of application-specific graphical objects that the end user will manipulate (such as boxes, arrows, or elements of a list), the feedback that shows which objects are selected (such as small boxes on the sides and corners of an object ...


Keywords: direct manipulation, interaction, interaction techniques, object-oriented design, programming by example, user interface management systems



6 HoloSketch: a virtual reality sketching/animation tool

Michael F. Deering

September 1995 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 2 Issue 3

Full text available:  [pdf\(2.83 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This article describes HoloSketch, a virtual reality-based 3D geometry creation and manipulation tool. HoloSketch is aimed at providing nonprogrammers with an easy-to-use 3D "What-You-See-Is-What-You-Get" environment. Using head-tracked stereo shutter glasses and a desktop CRT display configuration, virtual objects can be created with a 3D wand manipulator directly in front of the user, at very high accuracy and much more rapidly than with traditional 3D drawing systems. HoloSke ...

Keywords: 3D animation, 3D graphics, CAD, graphics drawing systems, graphics painting systems, man-machine interface, virtual reality



7 Augmented reality / 3D modeling: Conceptual free-form styling on the responsive workbench


Gerold Wesche, Marc Droske

October 2000 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available:

Additional Information:



 [pdf\(1.45 MB\)](#)
[full citation](#), [abstract](#), [references](#), [citations](#)

A two-handed 3D styling system for free-form surfaces in a table-like Virtual Environment, the Responsive Workbench (RWB)TM, is described. Intuitive curve and surface deformation tools based on variational modeling and interaction techniques adapted to 3D VR modeling applications are proposed. The user draws curves (cubic B-splines) directly in the Virtual Environment using a stylus as an input device. The curves are connected automatically, such that a curve network develops. A combi ...

8 [Dissertation Abstracts in Computer Graphics](#)

January 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 1

Full text available:  [pdf\(2.53 MB\)](#)

Additional Information: [full citation](#)



9 [Twister: a space-warp operator for the two-handed editing of 3D shapes](#)

Ignacio Llamas, Byungmoon Kim, Joshua Gargus, Jarek Rossignac, Chris D. Shaw

July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Full text available:  [pdf\(2.99 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



A free-form deformation that warps a surface or solid may be specified in terms of one or several point-displacement constraints that must be interpolated by the deformation. The Twister approach introduced here, adds the capability to impose an orientation change, adding three rotational constraints, at each displaced point. Furthermore, it solves for a space warp that simultaneously interpolates two sets of such displacement and orientation constraints. With a 6 DoF magnetic tracker in each ha ...

Keywords: displacement and orientation constraints, free-form deformation, two-handed interaction

10 [A real world object modeling method for creating simulation environment of real-time systems](#)

Ji Y. Lee, Hye J. Kim, Kyo C. Kang

October 2000 **ACM SIGPLAN Notices , Proceedings of the 15th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 35 Issue 10

Full text available:  [pdf\(405.18 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



Most real-time embedded control software feature complex interactions with asynchronous inputs and environment objects, and a meaningful simulation of a real-time control software specification requires realistic simulation of its environment. Two problems that need to be addressed in the simulation of a target software system and its environment: First, integration and simulation of the specifications of a target software system and its artificial environment are often performed too late in the ...

Keywords: real-time control software, requirement specification, simulation, validation, verification

11 [Sketching as a solid modeling tool](#)

Lynn Egli, Beat D. Bröderlin, Gershon Elber

December 1995 **Proceedings of the third ACM symposium on Solid modeling and applications**

Full text available:  [pdf\(771.55 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



12 Three-dimensional medical imaging: algorithms and computer systems

M. R. Stytz, G. Frieder, O. Frieder

December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4

Full text available:  pdf(7.38 MB)


Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

13 Interactive constraint-based solid modeling using allowable motion

Mingxian Fa, Terrence Fernando, Peter M. Dew

June 1993 **Proceedings on the second ACM symposium on Solid modeling and applications**

Full text available:  pdf(1.01 MB)


Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: 3D Interaction Techniques, Constraint-based Solid Modeling, Geometric Reasoning, Virtual Reality

14 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available:  pdf(4.21 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

15 Bender: a virtual ribbon for deforming 3D shapes in biomedical and styling applications

Ignacio Llamas, Alexander Powell, Jarek Rossignac, Chris D. Shaw

June 2005 **Proceedings of the 2005 ACM symposium on Solid and physical modeling**

Full text available:  pdf(873.92 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



In contrast to machined mechanical parts, the 3D shapes encountered in biomedical or styling applications contain many tubular parts, protrusions, engravings, embossings, folds, and smooth bends. It is difficult to design and edit such features using the parameterized operations or even free-form deformations available in CAD or animation systems. The Bender tool proposed here complements previous solutions by allowing a designer holding a 6 DoF 3D tracker in each hand to control the position an ...

Keywords: 6 DOF tracker, adaptive subdivision, biarc, deformation, space-warp

16 3D Computational Steering with Parametrized Geometric Objects

Jurriaan D. Mulder, Jarke J. Van Wijk

October 1995 **Proceedings of the 6th conference on Visualization '95**

Full text available:  [pdf\(1.29 MB\)](#)  Additional Information: [full citation](#), [abstract](#), [citations](#)
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Computational Steering is the ultimate goal of interactive simulation: researchers change parameters of their simulation and immediately receive feedback on the effect. We present a general and flexible graphics tool that is part of an environment for Computational Steering developed at CWI. It enables the researcher to interactively develop his own interface with the simulation. This interface is constructed with 3D Parametrized Geometric Objects. The properties of the objects are parametrized ...

Keywords: 3D Interaction, Computational Steering, Direct Manipulation, Interactive Simulation, Scientific Visualization

17 [Kizamu: a system for sculpting digital characters](#)

Ronald N. Perry, Sarah F. Frisken

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Full text available:  [pdf\(4.04 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents Kizamu, a computer-based sculpting system for creating digital characters for the entertainment industry. Kizamu incorporates a blend of new algorithms, significant technical advances, and novel user interaction paradigms into a system that is both powerful and unique.

To meet the demands of high-end digital character design, Kizamu addresses three requirements posed to us by a major production studio. First, animators and artists want *digital clay* — a ...

Keywords: ADFs, character design, digital sculpting, distance fields, graphics systems, rendering, triangulation, volume modeling

18 [Pointshop 3D: an interactive system for point-based surface editing](#)

Matthias Zwicker, Mark Pauly, Oliver Knoll, Markus Gross

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available:  [pdf\(1.96 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


We present a system for interactive shape and appearance editing of 3D point-sampled geometry. By generalizing conventional 2D pixel editors, our system supports a great variety of different interaction techniques to alter shape and appearance of 3D point models, including cleaning, texturing, sculpting, carving, filtering, and resampling. One key ingredient of our framework is a novel concept for interactive point cloud parameterization allowing for distortion minimal and aliasing-free texture ...


Keywords: 3D content creation, parameterization, point-based graphics, surface painting, surface sculpting, texture mapping

19 [TBAG: a high level framework for interactive, animated 3D graphics applications](#)

Conal Elliott, Greg Schechter, Ricky Yeung, Salim Abi-Ezzi

July 1994 **Proceedings of the 21st annual conference on Computer graphics and interactive techniques**

Full text available:  [pdf\(270.42 KB\)](#) Additional Information:

 [ps\(719.82 KB\)](#)[full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present a paradigm and toolkit for rapid prototyping of interactive, animated 3D graphics programs. The paradigm has its roots in declarative programming, emphasizing immutable values, first class functions, and relations, applying these concepts to a broad range of types, including points, vectors, planes, colors, transforms, geometry, and sound. The narrow role of modifiable state in this paradigm allows applications to be run in a collaborative setting (multi-user and multi-computer) ...

Keywords: local propagation constraints

20 [3D balance in legged locomotion: modeling and simulation for the one-legged case](#)

[\(abstract only\)](#)

Seshashayee S. Murthy, Marc H. Raibert

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available:  [pdf\(3.92 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This paper explores the notion that the motion of dynamically stable 3D legged systems can be decomposed into a planar part that accounts for large leg and body motions that provide locomotion, and an extra-planar part that accounts for subtle corrective motions that maintain planarity. The large planar motions raise and lower the legs to achieve stepping, and they propel the system forward. The extra-planar motions ensure that the legged system remains in the plane. A solution of this form is s ...

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